

EXCHANGE RATES - TRADING PLACES

Trading Groups 1-5

DRIED MEAT AND/OR FISH Trading Group 1

- *2 day supply*
 - = Sea Mink Pelt (2 pelts)
 - = Hare Pelt (4 pelts)
 - = Tobacco (2 units)
 - = Corn & Squash (1 bundle)
 - = Dried Meat and/or Fish (2 day supply)
- *4 day supply (total):*
can combine fish (2 day supply) & meat (2 day supply)
 - = Chert Core (2 cores)
 - = Mocuck (2 mocucks)
 - = Fishing Net (1 net)
 - = Ash Basket (2 baskets)
 - = Native Copper (2 units)
 - = Moose Pelt (1 pelt)
 - = Bone Harpoon (4 harpoons)
 - = Dried Meat and/or Fish (4 day supply)

CHERT CORE Trading Group 2

- *2 cores*
 - = Dried Meat and/or Fish (4 day supply)
 - = Mocuck (2 mocucks)
 - = Fishing Net (1 net)
 - = Native Copper (2 units)
 - = Bone Harpoon (4 harpoons)
 - = Ash Basket (2 baskets)
 - = Moose Pelt (1 pelt)

- = Sea Mink Pelt (2 pelts) + Hare Pelt (4 pelts)
- = Tobacco (2 units) + Corn & Squash (1 bundle)

MOCUCK Trading Group 3

- *2 mocucks*
 - = Dried Meat and/or Fish (4 day supply)
 - = Chert Core (2 cores)
 - = Fishing Net (1 net)
 - = Native Copper (2 units)
 - = Bone Harpoon (4 harpoons)
 - = Ash Basket (2 baskets)
 - = Moose Pelt (1 pelt)

- = Sea Mink Pelt (2 pelts) + Hare Pelt (4 pelts)
- = Tobacco (2 units) + Corn & Squash (1 bundle)

FISHING NET Trading Group 4

- *1 net*
 - = Dried Meat and/or Fish (4 day supply)
 - = Chert Core (2 cores)
 - = Mocuck (2 mocucks)
 - = Ash Basket (2 baskets)
 - = Native Copper (2 units)
 - = Moose Pelt (1 pelt)
 - = Bone Harpoon (4 harpoons)

- = Sea Mink Pelt (2 pelts) + Hare Pelt (4 pelts)
- = Tobacco (2 units) + Corn & Squash (1 bundle)

SEA MINK AND HARE PELTS Trading Group 5

- *2 sea mink pelts*
 - = Dried Meat (2 day supply)
 - = Dried Fish (2 day supply)
 - = Tobacco (2 units)
 - = Corn & Squash (1 bundle)
 - = Hare Pelt (4 pelts)

- *4 hare pelts*
 - = Dried Meat (2 day supply)
 - = Dried Fish (2 day supply)
 - = Tobacco (2 units)
 - = Corn & Squash (1 bundle)
 - = Sea Mink Pelt (2 pelts)

- *Combination: 2 sea mink pelts + 4 hare pelts*
 - = Chert Core (2 cores)
 - = Mocuck (2 mocucks)
 - = Fishing Net (1 net)
 - = Ash Basket (2 baskets)
 - = Native Copper (2 units)
 - = Moose Pelt (1 pelt)
 - = Bone Harpoon (4 harpoons)

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Trading Groups 6-10

ASH BASKET Trading Group 6

- *2 baskets*
 - = Dried Meat and/or Fish (4 day supply)
 - = Chert Core (2 cores)
 - = Mocuck (2 mocucks)
 - = Fishing Net (1 net)
 - = Native Copper (2 units)
 - = Moose Pelt (1 pelt)
 - = Bone Harpoon (4 harpoons)

- = Sea Mink Pelt (2 pelts) + Hare Pelt (4 pelts)
- = Tobacco (2 units) + Corn & Squash (1 bundle)

NATIVE COPPER Trading Group 7

- *2 units*
 - = Dried Meat and/or Fish (4 day supply)
 - = Chert Core (2 cores)
 - = Mocuck (2 mocucks)
 - = Fishing Net (1 net)
 - = Ash Basket (2 baskets)
 - = Moose Pelt (1 pelt)
 - = Bone Harpoon (4 harpoons)

- = Sea Mink Pelt (2 pelts) + Hare Pelt (4 pelts)
- = Tobacco (2 units) + Corn & Squash (1 bundle)

MOOSE PELT Trading Group 8

- *1 pelt*
 - = Dried Meat and/or Fish (4 day supply)
 - = Mocuck (2 mocucks)
 - = Chert Core (2 cores)
 - = Fishing Net (1 net)
 - = Ash Basket (2 baskets)
 - = Native Copper (2 units)
 - = Bone Harpoon (4 harpoons)

- = Sea Mink Pelt (2 pelts) + Hare Pelt (4 pelts)
- = Tobacco (2 units) + Corn & Squash (1 bundle)

BONE HARPOON Trading Group 9

- *4 harpoons*
 - = Dried Meat and/or Fish (4 day supply)
 - = Chert Core (2 cores)
 - = Mocuck (2 mocucks)
 - = Fishing Net (1 net)
 - = Ash Basket (2 baskets)
 - = Native Copper (2 units)
 - = Moose Pelt (1 pelt)

- = Sea Mink Pelt (2 pelts) + Hare Pelt (4 pelts)
- = Tobacco (2 units) + Corn & Squash (1 bundle)

TOBACCO AND CORN & SQUASH Trading Group 10

- *2 units of tobacco*
 - = Dried Meat (2 day supply)
 - = Dried Fish (2 day supply)
 - = Hare Pelt (4 pelts)
 - = Sea Mink Pelt (2 pelts)
 - = Corn & Squash (1 bundle)

- *1 bundle of corn & squash*
 - = Dried Meat (2 day supply)
 - = Dried Fish (2 day supply)
 - = Hare Pelt (4 pelts)
 - = Sea Mink Pelt (2 pelts)
 - = Tobacco (2 units)

- *Combination:*
 - 2 units of tobacco + 1 bundle of corn & squash*
 - = Chert Core (2 cores)
 - = Mocuck (2 mocucks)
 - = Fishing Net (1 net)
 - = Ash Basket (2 baskets)
 - = Native Copper (2 units)
 - = Moose Pelt (1 pelt)
 - = Bone Harpoon (4 harpoons)